



ENDER'S GAME

Army Logo Design

DIRECTIONS: Choose one of the Battle School armies and think about its name. Then design a logo that represents its name and the spirit of its soldiers and reputation. You don't have to be an amazing artist, but you do need to think creatively. Some of you will even rock it awesome!



ASP



SALAMANDER



DRAGON



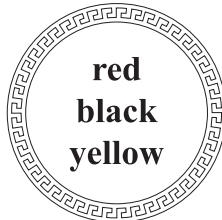
RAT



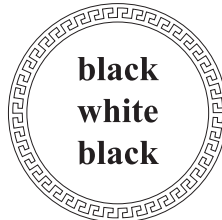
ASP



BADGER



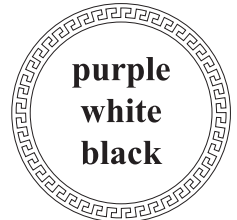
CENTIPEDE



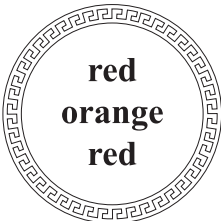
CONDOR



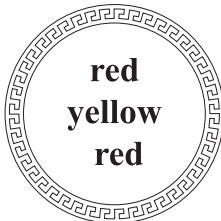
DRAGON



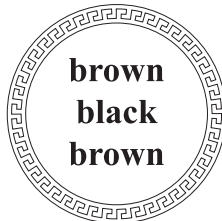
FERRET



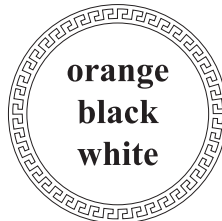
FLAME



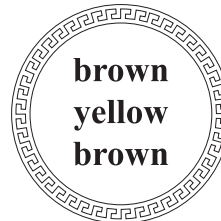
GRIFFIN



HOUND



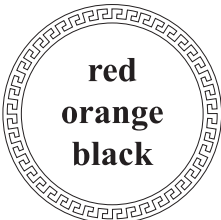
LEOPARD



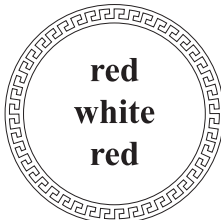
LION



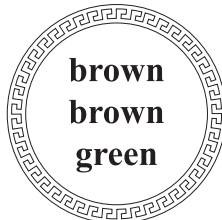
MANTICORE



PHOENIX



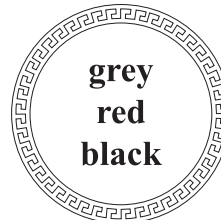
RABBIT



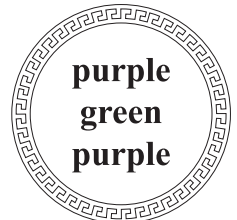
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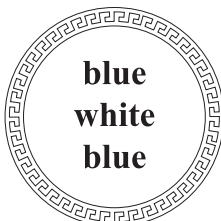
SALAMANDER



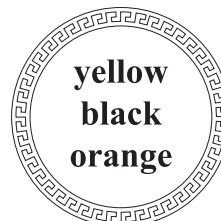
SCORPION



SPIDER



TIDE



TIGER

TIGER

NAME _____

PERIOD _____

HOUND

CENTIPEDE

ASP

PHOENIX

SPIDER

CONDOR

RABBIT

SALAMANDER

FERRET

LION

FLAME

TIDE

GRIFFIN

RAT

BADGER

LEOPARD

DRAGON

SCORPION

MANTICORE



TEACHER DIRECTIONS:

OPTION 1: Print out 1-2 copies of this page, but them apart, then let the students randomly draw the logo they're going to illustrate.

OPTION 2: Print out as many copies of the sign-up sheet as you need to make sure each logo has at least one person working on its logo illustration.

ENDER'S GAME

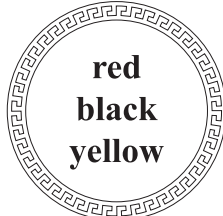
Army Logo Design



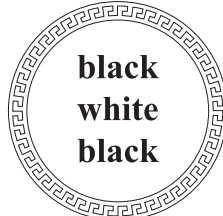
ASP



BADGER



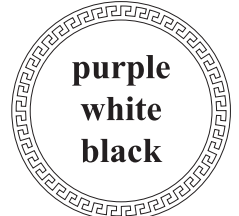
CENTIPEDE



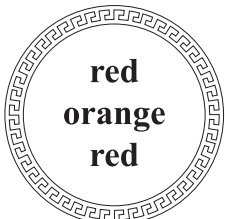
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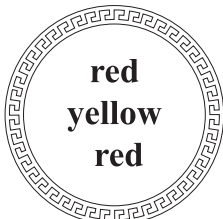
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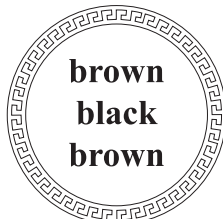
FERRET



FLAME



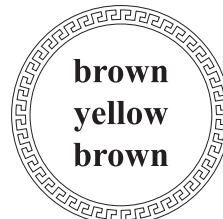
GRIFFIN



HOUND



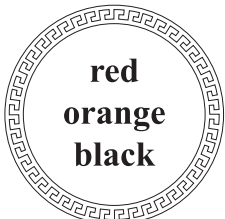
LEOPARD



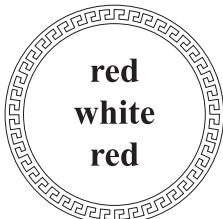
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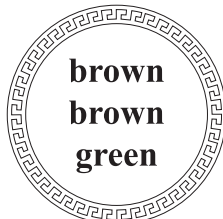
MANTICORE



PHOENIX



RABBIT



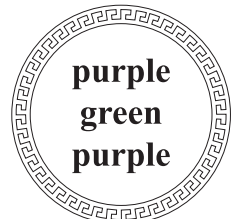
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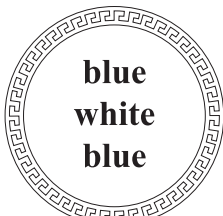
SALAMANDER



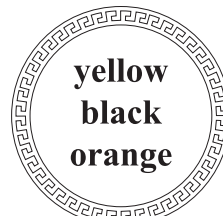
SCORPION



SPIDER



TIDE



TIGER
